

[0178] The attraction control process that is carried out when any of the stop buttons 15L, 15C, and 15R is pressed in the BR state will now be described. FIG. 29 shows a flowchart for the attraction control process for reel stopping. First, sub-CPU 203 checks the BR flag in sub-RAM 205 to determine whether or not the current state is the BR state (ST 700), and if determined as "NO," a return to the main process at the sub side is performed as it is. If determined as "YES," the stop command of the receiving flag in sub-RAM 205 is checked and the stopping order data and stopped reel data are compared with the used table No. data to determine whether or not the current stopping operation has been performed in the correct order of pushing switches as designated by the stop table (ST 701). If determined as "YES," that the stopping operation was performed in the correct order of pushing switches is displayed (ST 702), while if determined as "NO," that the stopping operation was performed in the wrong order of pushing switches is displayed (ST 703). A return to the main flow for the sub side is then performed.

[0179] The attraction control process that is carried out after all reels have stopped will now be described. FIG. 30 shows a flowchart for the attraction control process for the completion of one game. First, sub-CPU 203 executes an announcement attraction generation process of determining whether or not an announcement attraction for an internal winning pattern is to be generated (ST 720). Next, a parameter renewal process of renewing the relevant parameters is executed (ST 740) if the current gaming state is the BR state. Then, the attraction process is executed (ST 760) if the generation of the announcement attraction has been determined in the announcement attraction generation process. A return to the main flow for the sub side is then performed.

[0180] FIG. 31 shows a flowchart of the announcement attraction generation process. First, sub-CPU 203 checks the receiving flag in sub-RAM 205 to determine whether or not the current gaming state is the general gaming state (ST 721), and if determined as "YES," the announcement attraction generation table of FIG. 19A is referenced to execute a lottery for generating an announcement attraction (ST 722), whether or not the lottery is won is determined (ST 723), and if determined as "YES," the attraction category selection table of FIG. 19B is referenced to execute an attraction form determination process to determine the form of the announcement attraction (ST 724) and then a return to the attraction control process for the completion of one game is performed. If determined as "NO," a return to the attraction control process for the completion of one game is performed as it is.

[0181] FIG. 32 shows a flowchart of the parameter renewal process. First, sub-CPU 203 checks the 1 game completion command of the receiving flag stored in sub-RAM 205 to determine whether or not the current gaming state is the bonus game state (ST 741), and if determined as "YES," since the current state cannot be the BR state, a return to the attraction control process for the completion of one game is performed as it is. If determined as "NO," the BR flag stored in sub-RAM 205 is checked to determine whether or not the current state is the BR state (ST 742). If determined as "NO," a return to the attraction control process for the completion of one game is performed as it is. If determined as "YES," the BR continuance number

counter in sub-RAM 205 is decremented (ST 743) and then a return to the attraction control process for the completion of one game is performed.

[0182] Though the present embodiment is described with the ST period as an advantageous status for the player that is established by achieving the present object, the above-mentioned AT period may be applied instead or as an advantageous status for the player. The winning flag of a specific prize pattern may be established or the internal winning probability of a prize pattern may be increased.

[0183] In addition to the slot machine, the pachi-slot machine, or the like, for example, the above-described embodiment, this invention may be applied in a similar manner to a pachinko gaming machine or an arcade gaming machine equipped with an electrical display device or to a home video game that executes the above-described functions in a simulating manner with a software.

[0184] By this invention, since just a display area, which is to be displayed in an enhancing manner to a player in accordance with the game conditions, can be displayed while shielding the other display areas, information can be transmitted infallibly to the player without being affected by the position of installation of the display device, brightness of a lamp, etc. Also, when stopping operations are to be performed during the Super Time (ST) gaming state, the present invention enables the Super Time (ST) gaming state to be completed without movement of the sight line from the image display device, on which the stopping order is displayed, to the reels, thus alleviating the degree of fatigue of the player. Furthermore, switching between the transmitting and shielding states can be performed instantaneously in accordance with the game conditions, and since the shielded areas can be controlled by software, finer attraction control is enabled.

What is claimed is:

1. A gaming machine comprising:

- (a) variable display means for varyingly displaying a plurality of symbols;
- (b) lottery means for executing a lottery for a prize pattern;
- (c) stop control means for controlling and stopping the variable display means;
- (d) stop control selection means for selecting a control type of the stop control means based on a result of the lottery;
- (e) shielding means for shielding a view of the variable display means, the shielding means being disposed in front of the variable display means; and
- (f) shielding control means for controlling the shielding means to be in either state that a player can see the symbols or that a player cannot see the symbols based on the control type selected by the stop control selection means.

2. The gaming machine according to claim 1, wherein the shielding means comprises an electronic shutter.

3. The gaming machine according to claim 1, further comprising special game control means for causing a special gaming state that is advantageous to the player under a predetermined condition,